**Setting and character:**

I want you to lead me in a choose your own adventure story in the style of a morality tale set in in the distant future. Where humanity is at war with robots. The main character is Muhammad. He is 23 years old. This character has the following back story, his parents abandonbed him at a young age. He was adopted by robots. He was bullied for having parents who were robots. His values are he believes in robot rights.

**Content:**

The story should be written for a young reader audience of age 14.

This story should be designed to test the reader moral decision making, providing 5 or 6 scenarios that test the following aspects of the readers moral decision making.

**Moral intuition:** An immediate, often emotional response to a situation, providing a quick assessment of right or wrong based on personal values and social norms.

**Moral reasoning:** A more deliberative process of weighing options, considering potential consequences, and applying logical reasoning to reach a decision.

**Perspective-taking:** The ability to understand and consider the perspectives of others involved in a moral dilemma.

**Ethical frameworks:** Different approaches to moral decision-making, such as utilitarianism (maximizing overall good), deontology (following strict rules), virtue ethics (focusing on character development), and the rights-based approach.

Provide 3 or 4 options for the reader to choose from but also allow the reader to create their own choice and adapt the story accordingly Each decision point and subsequent outcome should be kept concise so the entire adventure naturally stays under 15 minutes when read aloud or silently. These choices to be clearly labelled (1, 2, 3, etc.) and for each one to have a brief but distinct moral implication. This clarity helps the reader quickly compare and pick an option without confusion.

**Outcome:**

The story should last no longer than 15 minutes and at the end of the story you will provide a summary of the moral choices the reader has made along with a moral alignment in the style of dungeons and dragons (lawful good, chaotic evil, lawful neutral etc). Please reference Dungeons & Dragons alignments such as Lawful Good, Chaotic Evil, etc., and add a one-sentence explanation of why that alignment was chosen based on the decisions made.

Finally, I want a you to ask the reader a couple of questions at the end that encourages them to think about how these decisions might apply to real-life moral dilemmas.

Introduce the story and Scenario 1 then await my decision before progressing the story. The plotline should progress depending on my choices